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	Type	L #	Hits	Search Text	DBs	Time Stamp
1	BRS	L1	795	simulation and retail	USPAT; US-PGPUB	2003/12/12 15:09
2	BRS	L2	0	retail.ti and simulation	USPAT; US-PGPUB	2003/12/12 15:10
3	BRS	L3	12	retail.ti. and simulation	USPAT; US-PGPUB	2003/12/12 15:10
4	BRS	L4	150	702/\$.ccs. and retail	USPAT; US-PGPUB	2003/12/12 15:12
5	BRS	L5	1	management adj decision adj modeling	USPAT; US-PGPUB	2003/12/12 15:13
6	BRS	L6	12	poisson and consumer and commerce	USPAT; US-PGPUB	2003/12/12 15:14
7	BRS	L7	87	simulation and supermarket	USPAT; US-PGPUB	2003/12/12 15:15
8	BRS	L8	1	supermarket adj simulation	USPAT; US-PGPUB	2003/12/12 15:15
9	BRS	L9	0	retail adj simulation	USPAT; US-PGPUB	2003/12/12 15:15
10	BRS	L10	0	retail adj simulator	USPAT; US-PGPUB	2003/12/12 15:16
11	BRS	L11	0	consumer and simulator	USPAT; US-PGPUB	2003/12/12 15:16
12	BRS	L12	0	consumer adj simulator	USPAT; US-PGPUB	2003/12/12 15:16
13	BRS	L13	98	consumer	USPAT; US-PGPUB	2003/12/12 15:16
14	BRS	L14	5	13 and shopping	USPAT; US-PGPUB	2003/12/12 15:17
15	BRS	L15	1	convenience adj store	USPAT; US-PGPUB	2003/12/12 15:17
16	BRS	L16	7946	supermarket	USPAT; US-PGPUB	2003/12/12 15:17
17	BRS	L17	164	L16 and simulation	USPAT; US-PGPUB	2003/12/12 15:19
18	BRS	L18	95	L16 and emulation	USPAT; US-PGPUB	2003/12/12 15:20
19	BRS	L19	1	L13 and emulation	USPAT; US-PGPUB	2003/12/12 15:21
20	BRS	L20	14	lane near supermarket	USPAT; US-PGPUB	2003/12/12 15:22
21	BRS	L21	133	checkout adj lane	USPAT; US-PGPUB	2003/12/12 15:27
22	BRS	L22	9	L21 and (simulation or emulation)	USPAT; US-PGPUB	2003/12/12 15:23
23	BRS	L23	6	(checkout adj lane) and modeling	USPAT; US-PGPUB	2003/12/12 15:30
24	BRS	L24	64	(checkout adj lane) and grocery	USPAT; US-PGPUB	2003/12/12 15:39
25	BRS	L25	7	L24 and (emulation or simulation)	USPAT; US-PGPUB	2003/12/12 15:35
26	BRS	L26	1	grocery and optimization and (test adj market)	USPAT; US-PGPUB	2003/12/12 15:36
27	BRS	L27	188	(checkout adj operations)	USPAT; US-PGPUB	2003/12/12 15:36